Developing stream based teaching resources utilising increased Internet bandwidth

Michael Verhaart
Eastern Institute of Technology, Hawke's Bay
Private Bag 1201, TARADALE
mverhaart@eit.ac.nz

ABSTRACT

In an educational environment, large amounts of time are spent developing teaching and training resources. This is true regardless of creating paper-based resources, such as workbooks, or creating electronic material. In the Communications and Information Technology area, there is an added problem where products that are used to support the teaching function are continually changing. Screen capture programs assist in this area, but typically are not customised to facilitate ease of use in a teaching environment. An advantage of a screen capture program is the ability to playback material on a computer with a different Operating System that does not have the actual software installed.

This paper explores some preliminary work in developing training materials using a new and innovative product that allows for the capture of video, audio and annotations in a single streaming video file suitable for distribution via the Internet, an Intranet or CD-ROM. New Macromedia products were to be introduced to a multimedia class, and this required some teacher-directed learning units to supplement on-line tutorials. In the past an introductory workbook would have been created, and presented in an on-line HTML format. An opportunity to trial a product (ANICAM) that allowed for the capture of the screen with audio and video annotations presented itself, and learning scenarios were developed.

REFERENCES

Chen, N.S and Huang S.Y. (2002), "Applying Evolutionary Prototyping Model in Developing Stream-based Lecturing Systems".
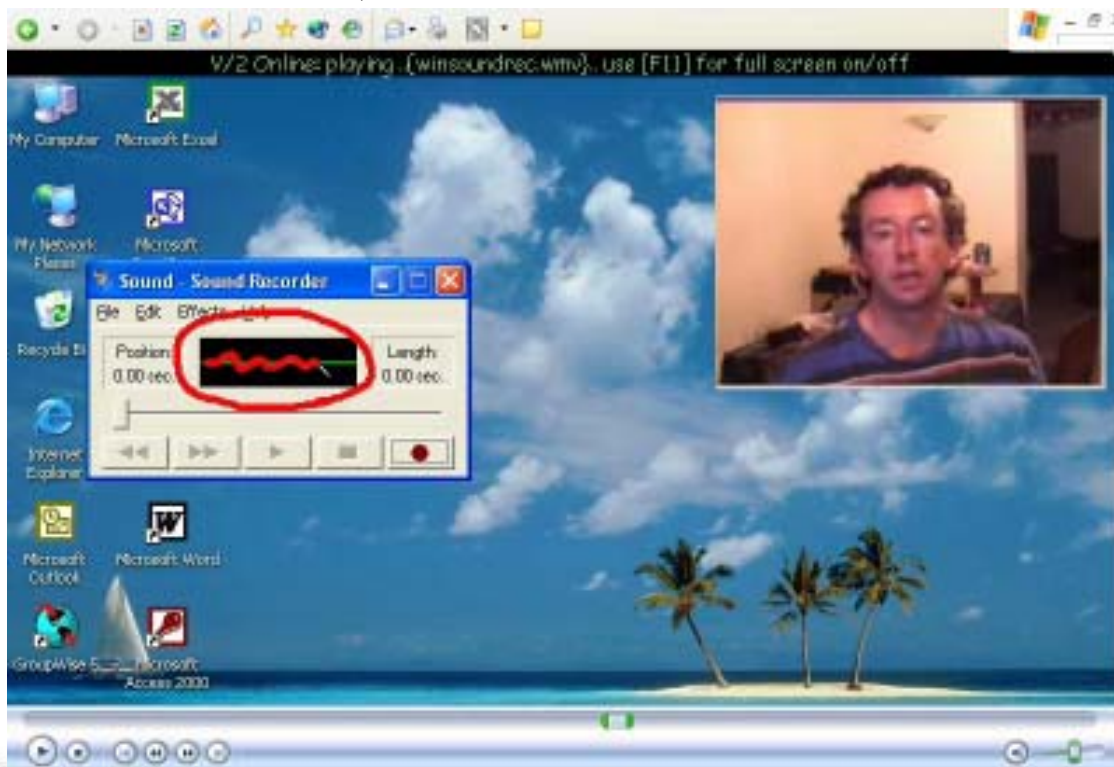

Figure 1: An Anicam streaming video displaying an annotation and web-cam. The tutorial is on the windows sound recorder.